Dice Equations:

Students roll up to six twelve-sided die and create an equation using pre-cut paper math symbols. Then solve for the answer. For example, if a student uses three die and rolls an eleven, a six, and a 1 they could create the problem 11+1 x 6 and then they would solve the problem. Depending on how hard the problem became they would have to resort to order of operations to solve the problem. This can be made as simple or as hard as the students want it to be.

Combo Mr. Wolf:

The goal of the game is to take as few rolls as possible to remove all cards from the clock. The player rolls the die and places it in the center of the clock. This number becomes the target number, the number their equation must equal. The player may add, subtract, multiply, or divide to reach their target number. The player removes the card for each number they use. If a player is unable to remove any cards to match the target, they tally it as a roll. The player re-rolls for a new target number. Play for the round is completed when all cards have been removed.